

Academic Requirements

Learning Environment Module 1: Points possible = 10

Students will be checked off for the Scavenger Hunt activity addressing built-in accommodations available in computer operating systems. Direct instruction and hands-on guidance in class directly relates to the questions found on the Scavenger Hunt.

Scavenger Hunt due on or before Friday June 22. You will be checked off so you can keep this valuable reference in your own files.

Curriculum Integration Module 2: Points possible = 24

Discussions

Each student will participate in the online discussions regarding classroom implementation strategies. Posts will be graded for criteria for good discussions online **[12 points]**. (See Rubric in binder, on class CD and on class wiki).

Discussion Topic #1 in Curriculum Integration Module

Post **[3 points]** and at least one response to someone else **[2 points]** is due **Tuesday May 21**.

Discussion Topic #2 in Curriculum Integration Module

Post **[3 points]** and at least one response to someone else **[2 points]** is due **Thursday May 24**.

Discussion Topic #3 in Curriculum Integration Module is a reflection due *after* your project.

Only post **[2 points]** is a reflection due by **Sunday May 27**.

Curriculum Integration Written Project:

Students will profile a learner; the select a web based curriculum activity for use with the learner and create a lesson plan using the UDL Lesson Builder Template. Include the following details:

- Lesson Overview **[2 points]**;
- Goals **[2 points]**;
- Methods **[2 points]**;
- Assessment **[2 points]**;
- Materials **[2 points]**; and
- Consideration for Differentiated Instruction and UDL **[2 points]**.

Submit your report to madalaine.pugliese@simmons.edu in *LastnameCI.doc* format by **Sunday May 27, 2012**. (See Rubric in binder, on class wiki and on CD)

Please select among the websites posted for you in the Curriculum Integration section of the class wiki for designing your plan.

<http://delicious.com/spnd422>

Please see the Lesson Plan Assignment “Getting Started” handout and info within the Curriculum Integration Module in your course wiki.

Curriculum Integration Written Project Points = 12. (See Rubric in binder, on class CD and on the class wiki)

Assistive Technology Module 3: Points possible = 24

Assistive Technology Investigations and Discussions

Students will work online to learn about assistive technology through case studies, presentations, demonstrations, video models and research to practice resources. There are 4 thematic activities and related discussions.

1. Learners with Intensive Special Needs in the Classroom
2. Learners with Communication Challenges &/or Autism
3. Individuals with Disabilities Using Technology in the Community
4. Resources, Guides, Models and Presentations

In the Assistive Technology Module section on the class wiki, students will find an assignment for each of these themes. Each assignment contains a set of Internet-based activities accompanied by an online discussion topic. Students will complete each activity and discussion on or before these assigned dates.

1. Learners with Intensive Special Needs – **Wednesday May 30**
2. Learners with Communication Challenges &/or Autism – **Wednesday June 6**
3. Individuals with Disabilities Using Technology in the Community – **Wed. June 13**
4. Resources, Guides, Models and Presentations – **Wednesday June 20**
 - First post for each topic is due on or before the **specified date. [3 points]**
 - At least one response to someone else in each topic is **due on the same day. [3 points]**

Each theme discussion is worth **6 points. Total points = 24 possible points.** (See Rubric in binder, on the class CD and on class wiki).

Multimedia and Project-Based Learning Module 4: Points possible = 15

Students participate in a mock project-based learning activity in class earning **3 points** for adding multimedia elements into the project, **3 points** for team participation and **3 points** for participating in the authentic assessment activity that completes the mock activity.

A reflection discussion post [**3 points**] and at least one response to someone else [**3 points**] is **due** after our face-to-face class meeting by **Monday June 25**. (See Rubric in binder, on the class CD and on class wiki).

Final Project: Points possible = 27

Students, alone or in pre-approved co-operative groups, will develop a plan for integrating the use of computers and/or other technologies into the classroom curriculum. Your plan **must** include: See Rubric in binder, on class CD and on class wiki)

- Learner profile [5 points],
- Strategies for consideration of student diversity [5 points],
- Hardware and peripheral choices, including assistive technology [5 points],
Specify exact configurations details.
- Details of software search and how selections reflect Curriculum Frameworks. [5 points],
- Reflection about your visit to any local computer store to "shop" for equipment [5 points], and
- Budget [2 points].

Please note! This project is ideal to include in a professional portfolio! Your shopping trip and budget are pretend. The goal is for you to see what it would take to implement an ideal learning situation.

It is not likely that you will find assistive technologies or quality educational software in shopping venues. There is no need to restate this in your paper.

Total Final Points possible = 27.

Submit your final project to madalaine.pugliese@simmons.edu in ***LastnameFP.doc*** format by **Monday July 2, 2012**. (See Rubric in binder, on class wiki and on CD)

Total Point Value of All Assignments

1. Learning Environment Module = 10 points
2. Curriculum Integration project = 24 points
3. Assistive Technology Project = 24 points
4. Multimedia and Project-Based Learning Module = 15 points
5. Final project = 27 points